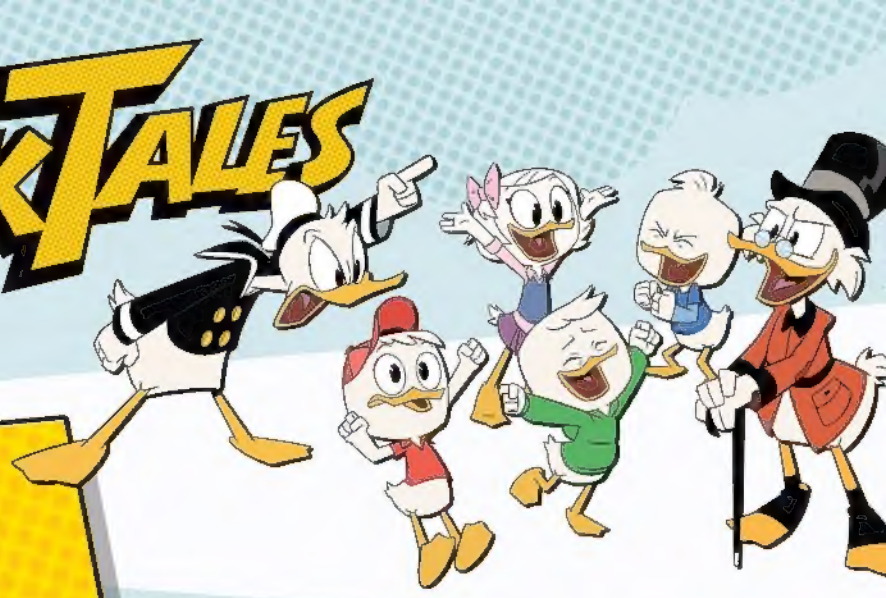
IDW
ISSUE
0
COVER A

CARAMAGNA • CAMPINOTI • GREPPI • ZANOTTA • CALABRIA

Disney DuckTales

Disney COMICS

Disney DuckTales



Story A
Big Trouble At Little Lake

Writer Joe Caramanga
Layouts Paolo Campinoti
Pencils Andrea Greppi
Inks Roberta Zanotta
Colorist Dario Calabria
Letterer Tom B. Long

Story B
The Repeating Revenge Of The Screaming Duck

Writer Joe Caramanga
Artist Gianfranco Florio
Colorist Dario Calabria, Giuseppe Fontana
Letterer Tom B. Long

Editor Sarah Gaydos
Publisher Ted Adams

Special Thanks to Carlotta Quattrocolo, Julie Dorris, Manny Mederos, Eugene Paraszczuk, Chris Troise, Daniel Saeva, Roberto Santillo, Marco Ghiglione, Stefano Attardi, and Stefano Ambrosio.

For international rights, contact licensing@idwpublishing.com

IDW®
www.IDWPUBLISHING.com

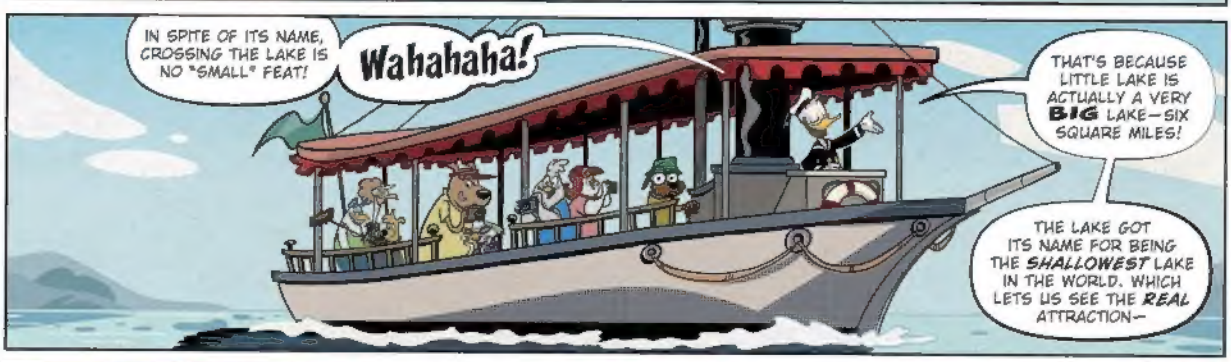
Ted Adams, CEO & Publisher • Greg Goldstein, President & COO • Robbie Robbins, EVP/Sr. Graphic Artist • Chris Ryall, Chief Creative Officer • David Hedgecock, Editor-in-Chief • Laurie Windrow, Senior Vice President of Sales & Marketing • Matthew Ruzicka, CPA, Chief Financial Officer • Lorelei Bunjes, VP of Digital Services • Jerry Bennington, VP of New Product Development

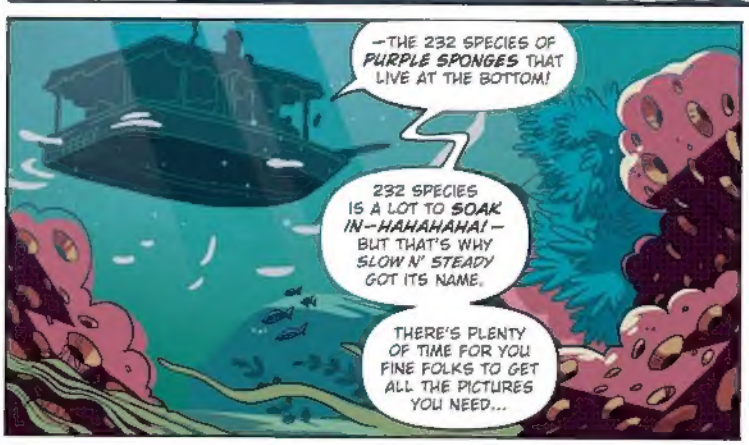
Facebook: facebook.com/idwpublishing • Twitter: @idwpublishing • YouTube: youtube.com/idwpublishing
Tumblr: tumblr.idwpublishing.com • Instagram: instagram.com/idwpublishing

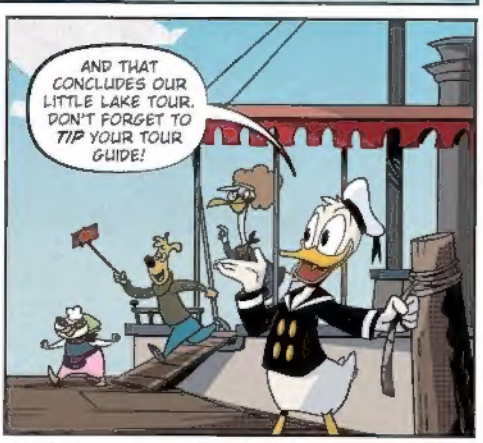
DUCKTALES #0. JULY 2017. FIRST PRINTING. All contents, unless otherwise specified, copyright © 2017 Disney Enterprises, Inc. All rights reserved. © 2017 Idea and Design Works, LLC. All Rights Reserved. IDW Publishing, a division of Idea and Design Works, LLC. Editorial offices: 2765 Truxtun Road, San Diego, CA 92106. The IDW logo is registered in the U.S. Patent and Trademark Office. Any similarities to persons living or dead are purely coincidental. With the exception of artwork used for review purposes, none of the contents of this publication may be reprinted without the permission of Idea and Design Works, LLC. Printed in USA.
IDW Publishing does not read or accept unsolicited submissions of ideas, stories, or artwork.

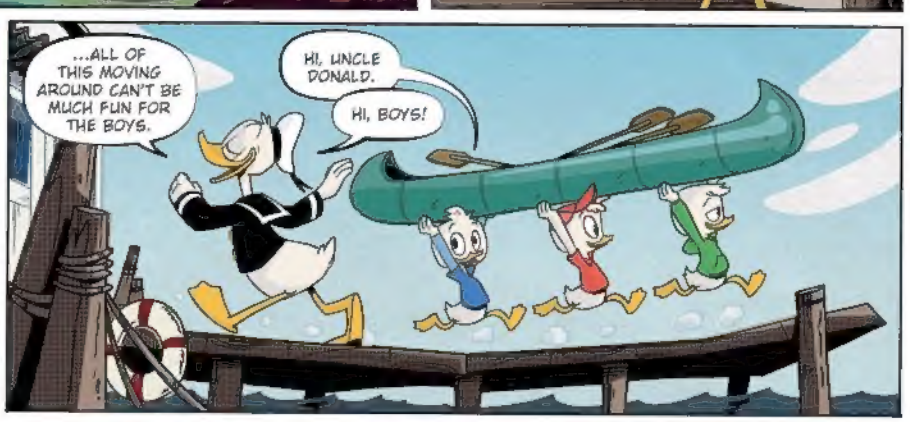
Disney DuckTales

BIG TROUBLE at LITTLE LAKE!



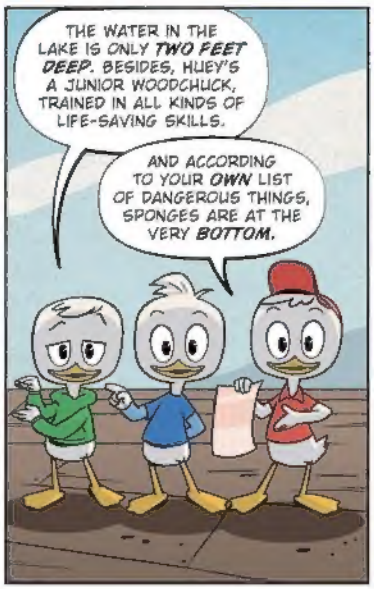




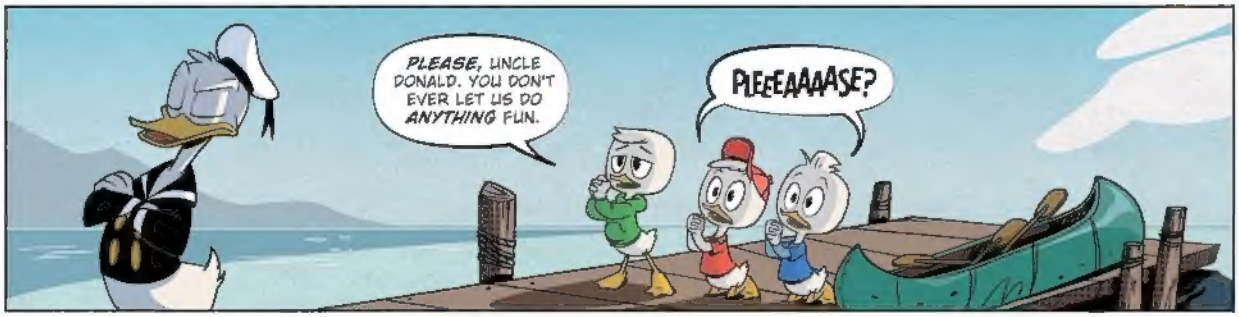


?
WAHHHHH!
WHAT DO YOU THINK YOU'RE DOING?!

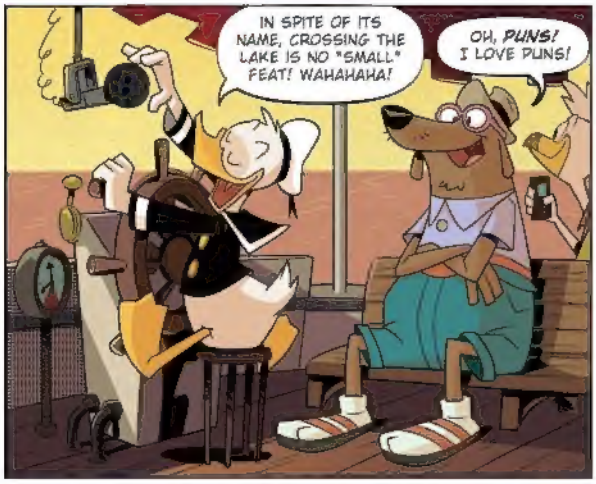
WE'RE TAKING THE CANOE OUT ON THE LAKE, UNCLE DONALD.
I SEE THAT! BUT CANOEING IS DANGEROUS!

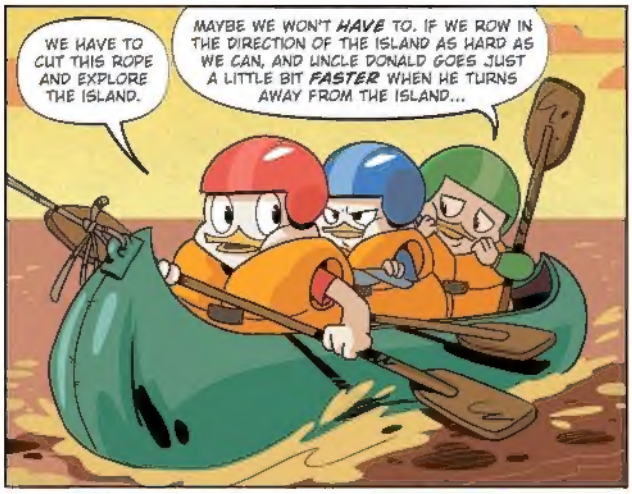

THE WATER IN THE LAKE IS ONLY TWO FEET DEEP. BESIDES, HUEY'S A JUNIOR WOODCHUCK, TRAINED IN ALL KINDS OF LIFE-SAVING SKILLS.
AND ACCORDING TO YOUR OWN LIST OF DANGEROUS THINGS, SPONGES ARE AT THE VERY BOTTOM.

2,345 - SPRING WATER
2,346 - WAX PAPER
2,347 - SPONGES


PLEASE, UNCLE DONALD. YOU DON'T EVER LET US DO ANYTHING FUN.
PLEEEAAAASE?

OKAY, FINE! BUT YOU'LL DO IT MY WAY.
SURE, UNCLE DONALD! WHATEVER YOU SAY!





Read more FREE comics on ReadComicOnline

Read more FREE comics on ReadComicOnline

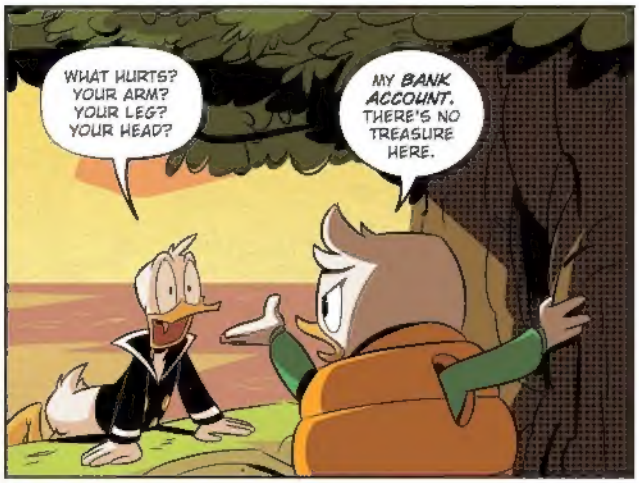
UNCLE DONALD CUT THE WHEEL *THE WRONG WAY!*
WE'RE HEADED RIGHT FOR THE *SLOW N' STEADY!*
AAAAHHHH!
VRRRRR

KRAK

AAAAHHHHH!

CRASH

KAFF! KAFF! YOU CAN FORGET ABOUT YOUR TIP!
BOYS! BOYS, ARE YOU ALL RIGHT?
I'M ABOUT AS FAR AWAY FROM ALL RIGHT AS A DUCK COULD GET!


WHAT HURTS? YOUR ARM? YOUR LEG? YOUR HEAD?
MY BANK ACCOUNT. THERE'S NO TREASURE HERE.

THERE'S NO ANYTHING HERE. IT'S JUST A PILE OF DIRT IN THE MIDDLE OF THE LAKE!
SO THAT'S WHAT YOU BOYS WERE AFTER? WELL, HOW'S THIS FOR AN ADVENTURE? WE'RE WALKING THREE MILES BACK SHORE.
COME ON!
YOU CAN'T GO IN THAT WATER, SKIPPER! THE SUN IS SETTING!

SO WHAT?
THERE ARE 232 DIFFERENT SPECIES OF SPONGE IN LITTLE LAKE—
YOU DON'T SAY.

ONE OF THE 232 IS THE PORIFERA ELEKTRICUS. WHEN THEY'RE OUT OF THE SUNLIGHT, THEY EMIT A STRONG ELECTRICAL CURRENT.
ELECTRIC SPONGES?

WAHAHA!
OH, GO ON!

HUH?
BRRRZZZT

HELLP!
HELLP!
WAHHHHHH!

DON'T WORRY, UNCLE DONALD, I'M MAKING A RAFT BY TYING OUR LIFE JACKETS TO THE PIECES OF OUR CANOE.
GOOD THINKING, YOUNG LADS! WE'RE SAVED!

NOT SO FAST, DOC. TWENTY BUCKS.
I BEG YOUR PARDON?
SPACE ON THE RAFT IS VERY LIMITED.
LOUIE!

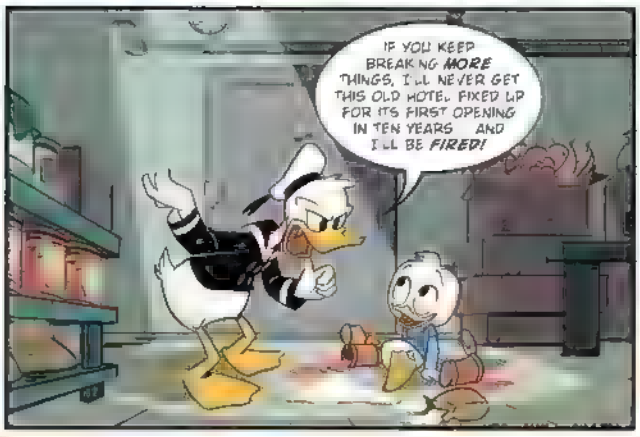
LOUIE! WE'RE NOT TAKING THIS MAN'S MONEY.
YOU'RE RIGHT. WE AREN'T.
HEY! I HELPED BUILD THIS RAFT, TOO!
THAT'S ENOUGH ARGUING, BOYS—
—IT'S TIME WE GOT OUT OF HERE.
NO REFUNDS.

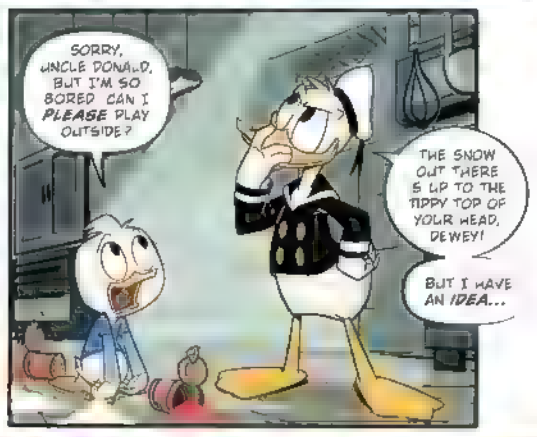
LATER...
HELLLLPPP!
HELLLLLPPPP!
"HELLLLLPPPPPP!"
IS UNCLE DONALD GONNA SCREAM ALL NIGHT? I'M TRYING TO GET SOME SLEEP
DID YOU KNOW THAT SOME SPECIES OF SPONGES, LIKE THE HARP SPONGE, ARE CARNIVORES?
OH, BROTHER.
HELLLLPPP!
NO NEED TO WORRY, UNCLE DONALD, THE SHELTER'S BUILT! WE'LL BE FINE HERE UNTIL MORNING.
WE WON'T NEED IT, HUEY!
THE CAVALRY HAS ARRIVED!
I CAN'T BELIEVE IT—IT'S THE LITTLE LAKE TOUR GUIDE!
HEY, CAPTAIN, DO YOU HEAR THAT?
PUTT PUTT PUTT

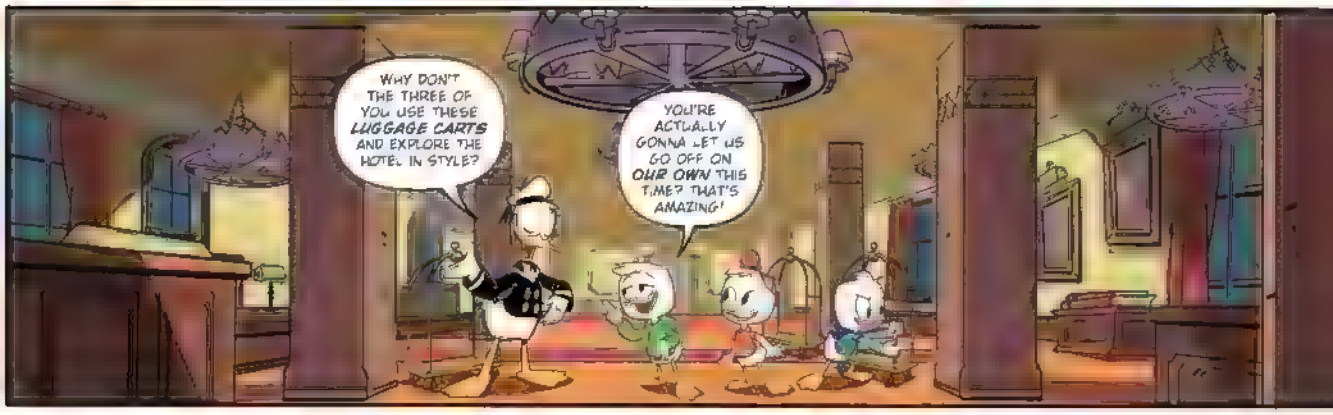
BANG
OH NO! WE'VE LOST OUR ENGINES!
ARE WE EVER GONNA GET OFF THIS ISLAND?
UNCLE DONALD, LOOK!
A HELICOPTER! WE'RE SAVED!
YOU KNOW, WE DON'T USUALLY PATROL NEAR THE LAKE BECAUSE IT'S SO SAFE. IT'S A GOOD THING I WAS ABLE TO HEAR YOU SCREAM FROM ALL THE WAY ACROSS TOWN.
YOU'VE GOT A SET OF PIPES LIKE I'VE NEVER HEARD BEFORE, SON!
THAT'S EMBARRASSING.
EMBARRASSING? NAW! IT'S A VALUABLE SKILL.
IT IS?!
SURE. WE'VE BEEN LOOKING FOR SOMEONE LIKE YOU WHOSE VOICE CAN BE HEARD THROUGH NATURAL DISASTERS LIKE HURRICANES AND TORNADOES.
I'VE TAKEN IT UPON MYSELF TO REQUEST YOUR TRANSFER FROM TOUR GUIDE TO THE RESCUE SQUAD. HOW ABOUT IT?
WAS IT SOMETHING I SAID?
TORNADOES? NO, THANK YOU!
FASTER, BOYS! FASTER! AND WHATEVER YOU DO—
—DON'T MAKE ME SCREAM!
The End

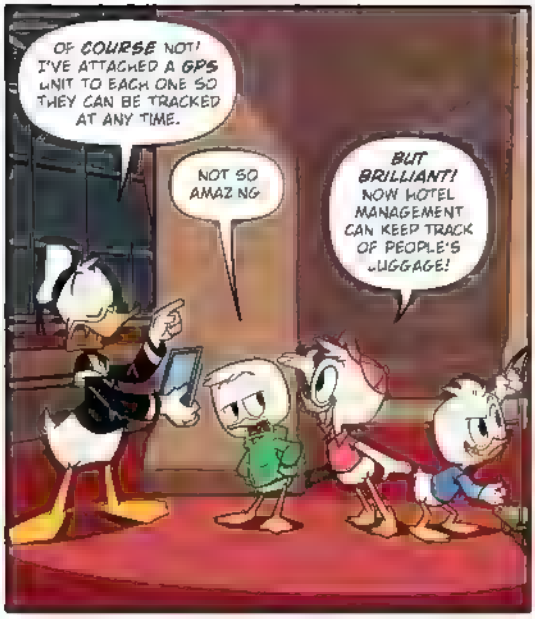
Disney DuckTales

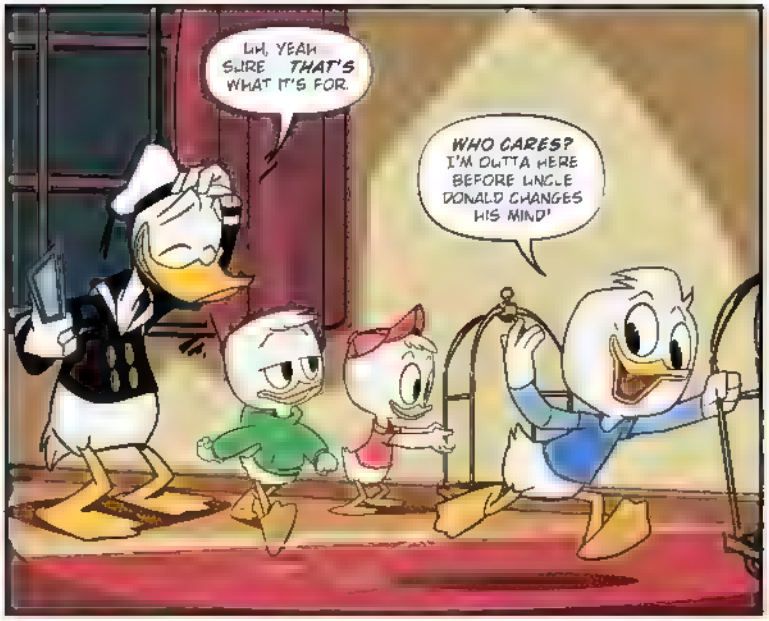
THE REPEATING REVENGE OF THE SCREAMING DUCK!

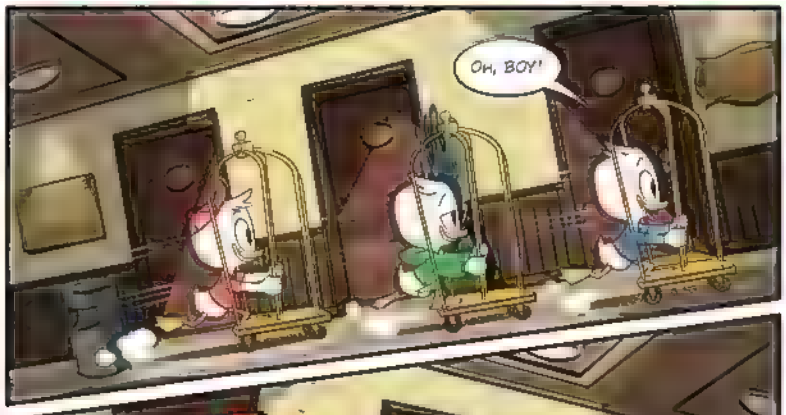


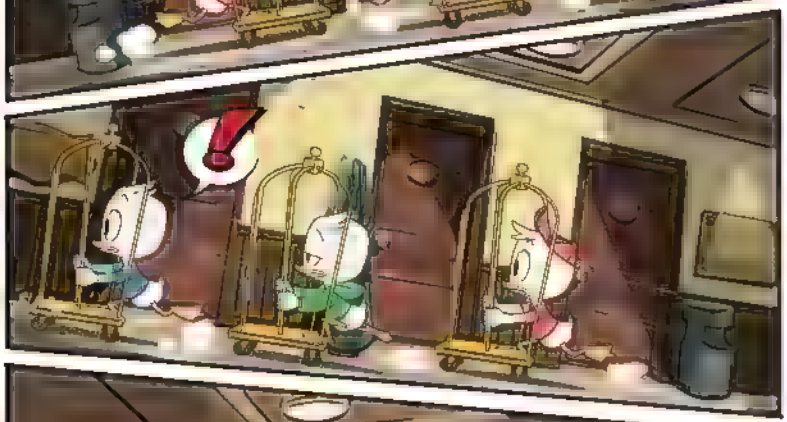


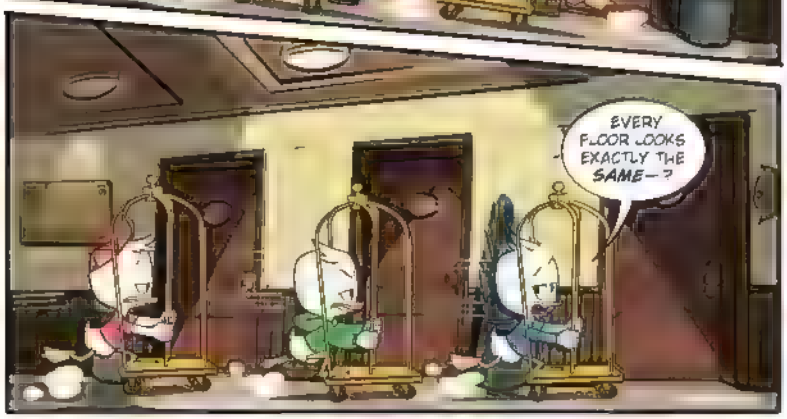


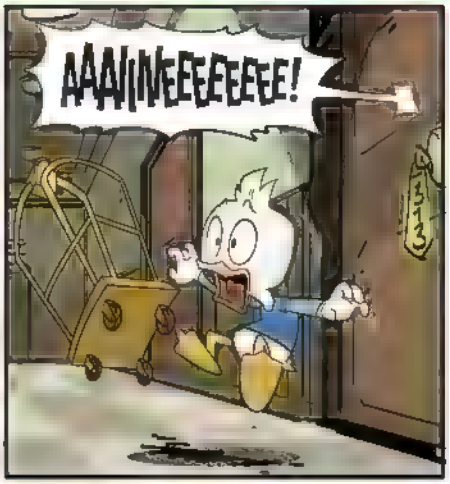

OF COURSE NOT! I'VE ATTACHED A GPS UNIT TO EACH ONE SO THEY CAN BE TRACKED AT ANY TIME.
NOT SO AMAZ NG
BUT BRILLIANT! NOW HOTEL MANAGEMENT CAN KEEP TRACK OF PEOPLE'S LUGGAGE!

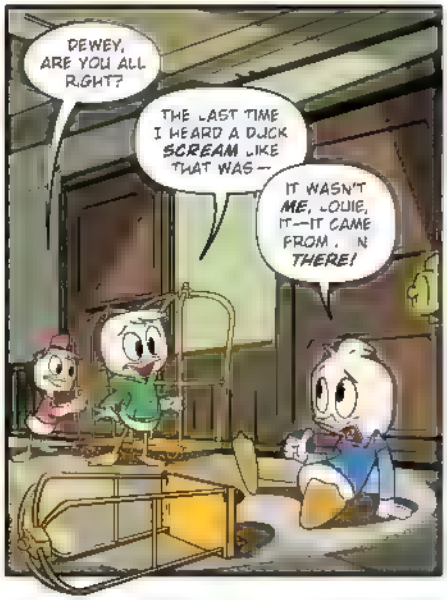

UH, YEAH SURE THAT'S WHAT IT'S FOR.
WHO CARES? I'M OUTTA HERE BEFORE UNCLE DONALD CHANGES HIS MIND!

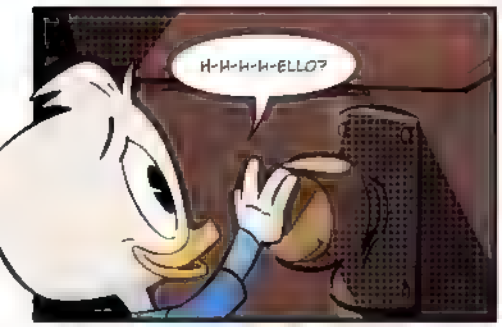

OH, BOY!



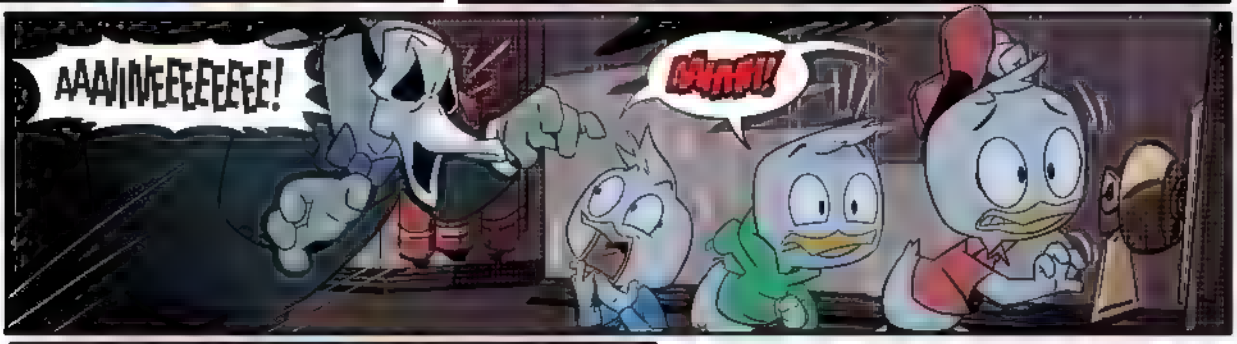

EVERY FLOOR LOOKS EXACTLY THE SAME—?

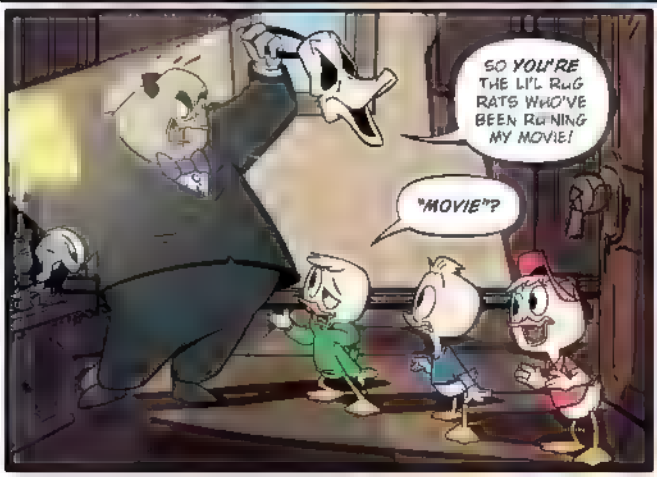

AAAIIIEEEEEEEE!

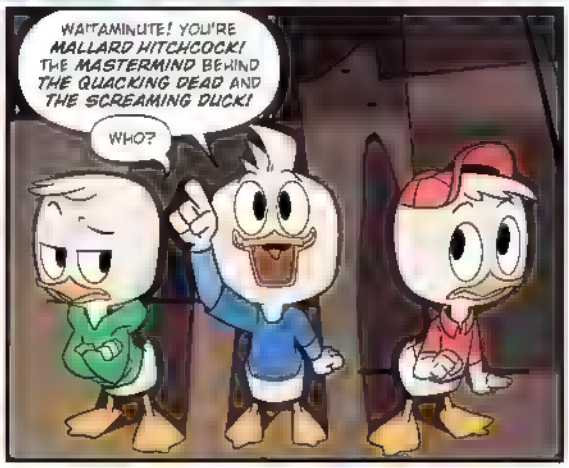

DEWEY, ARE YOU ALL RIGHT?
THE LAST TIME I HEARD A DUCK SCREAM LIKE THAT WAS—
IT WASN'T ME, LOUIE, IT—IT CAME FROM . . . N THERE!

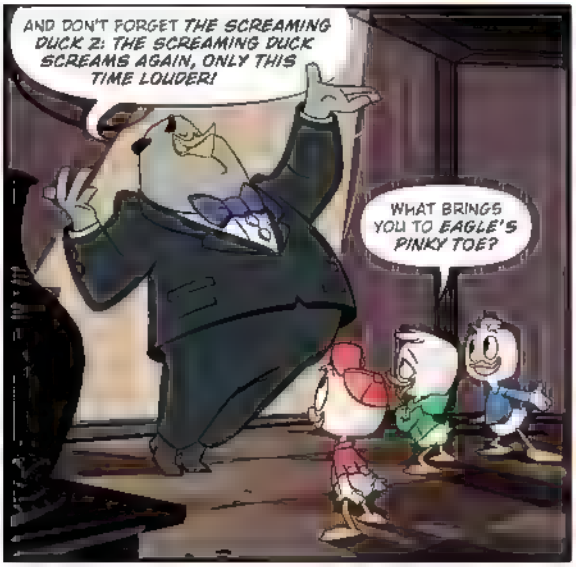

H-H-H-H-ELLO?

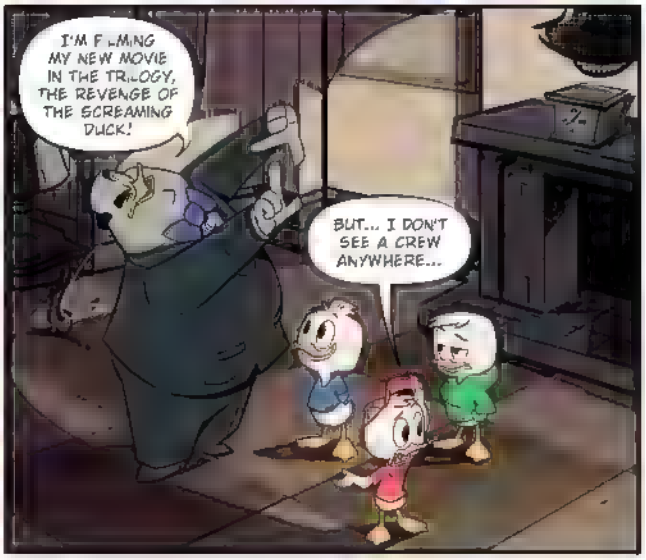
EX-EXCUSE ME, MISTER.. ARE YOU ALL R-R-R-RIGHT?

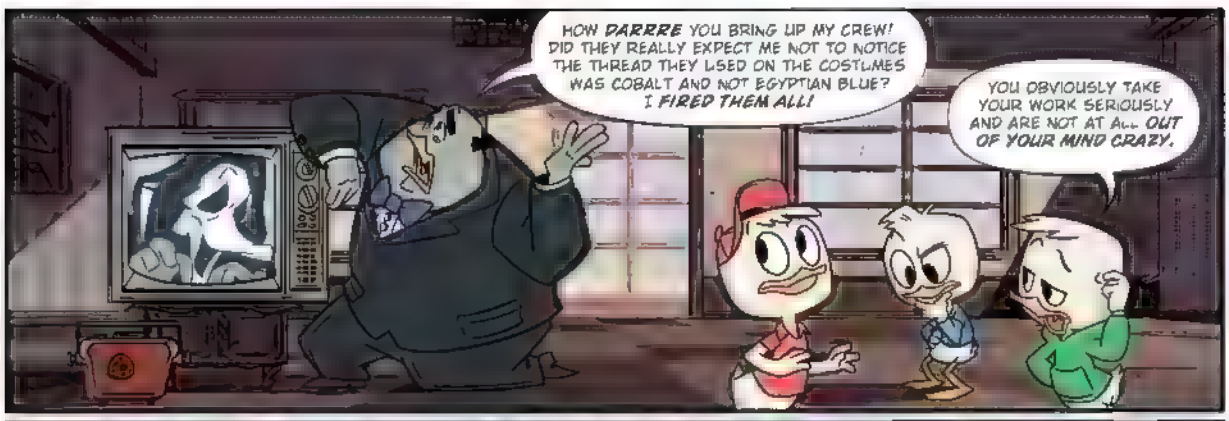

AAAWWEEEEEEEE!
DAHHH!


SO YOU'RE THE LI'L RUG RATS WHO'VE BEEN RUNNING MY MOVIE!
"MOVIE"?

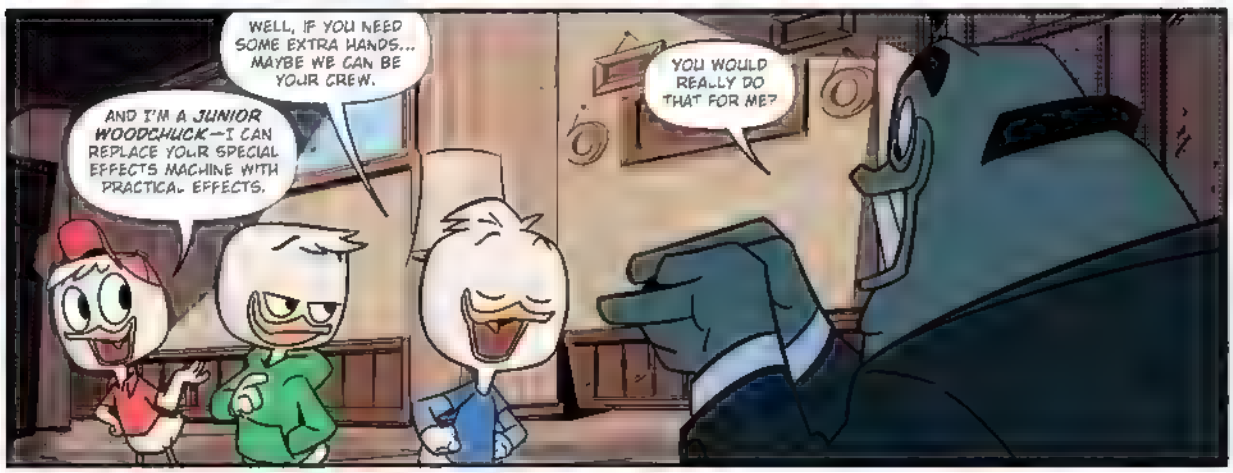

WAITAMINUTE! YOU'RE MALLARD HITCHCOCK! THE MASTERMIND BEHIND THE QUACKING DEAD AND THE SCREAMING DUCK!
WHO?


AND DON'T FORGET THE SCREAMING DUCK 2: THE SCREAMING DUCK SCREAMS AGAIN, ONLY THIS TIME LOUDER!
WHAT BRINGS YOU TO EAGLE'S PINKY TOE?

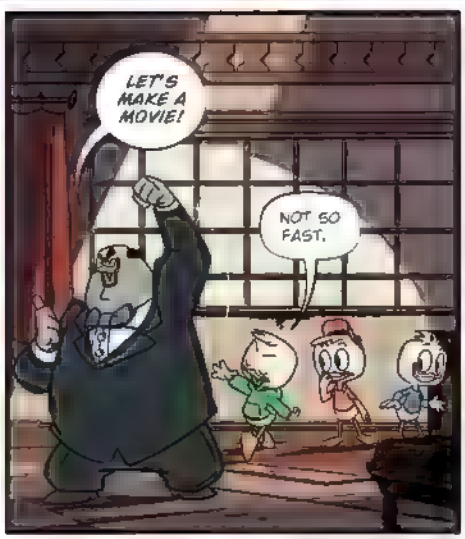

I'M FILMING MY NEW MOVIE IN THE TRILOGY, THE REVENGE OF THE SCREAMING DUCK!
BUT... I DON'T SEE A CREW ANYWHERE...

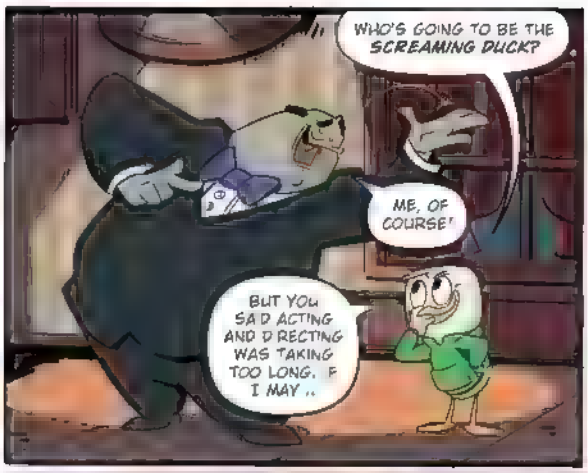

HOW DARRRE YOU BRING UP MY CREW! DID THEY REALLY EXPECT ME NOT TO NOTICE THE THREAD THEY USED ON THE COSTUMES WAS COBALT AND NOT EGYPTIAN BLUE? I FIRED THEM ALL!
YOU OBVIOUSLY TAKE YOUR WORK SERIOUSLY AND ARE NOT AT ALL OUT OF YOUR MIND CRAZY.

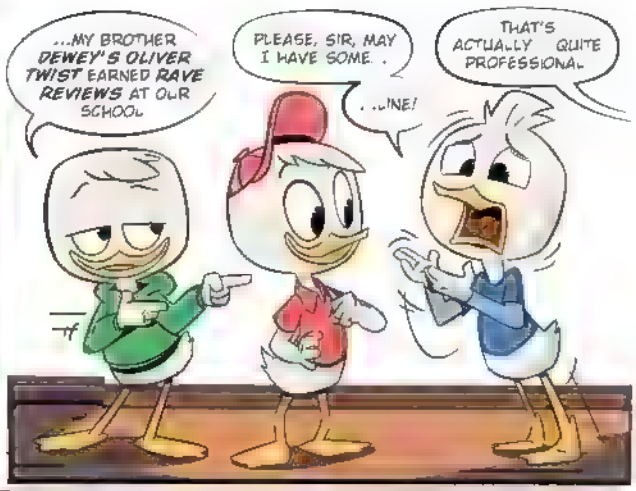
BAH! WHO NEEDS THEM? I CAN MAKE A BETTER MOVIE ALL BY MYSELF...
. BUT BEING DIRECTOR, CAMERAMAN, AND PLAYING ALL THE PARTS HAS TAKEN TEN YEARS. I'LL NEVER FINISH AT THIS RATE
I CAN'T GET ANY OF THE SCREAMS RIGHT, AND MY SPECIAL EFFECTS MACHINE HASN'T WORKED IN AGES.

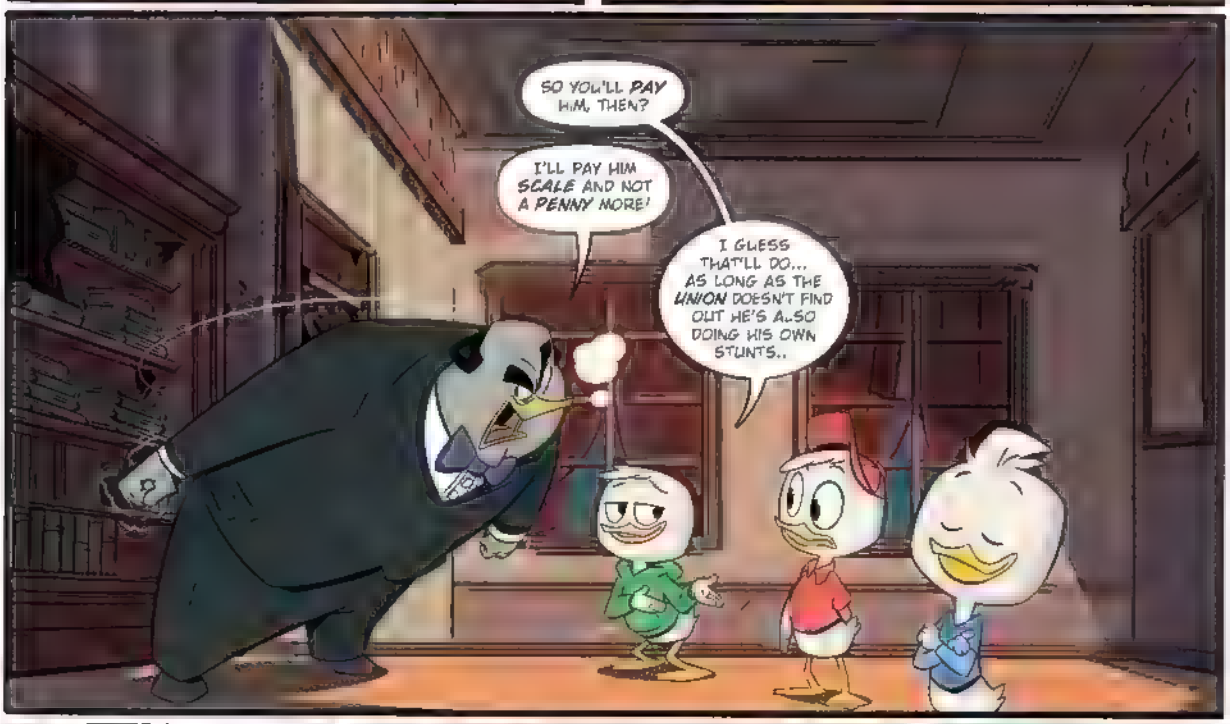

WELL, IF YOU NEED SOME EXTRA HANDS... MAYBE WE CAN BE YOUR CREW.
AND I'M A JUNIOR WOODCHUCK—I CAN REPLACE YOUR SPECIAL EFFECTS MACHINE WITH PRACTICAL EFFECTS.
YOU WOULD REALLY DO THAT FOR ME?

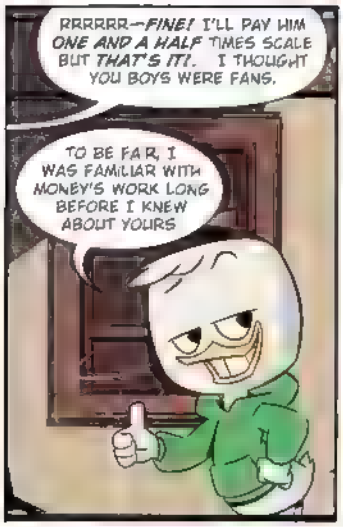
FOR THE CHANCE TO BE A PART OF A MALLARD HITCHCOCK PRODUCTION? SURE!
THEN WHAT'RE WE WAITING FOR?

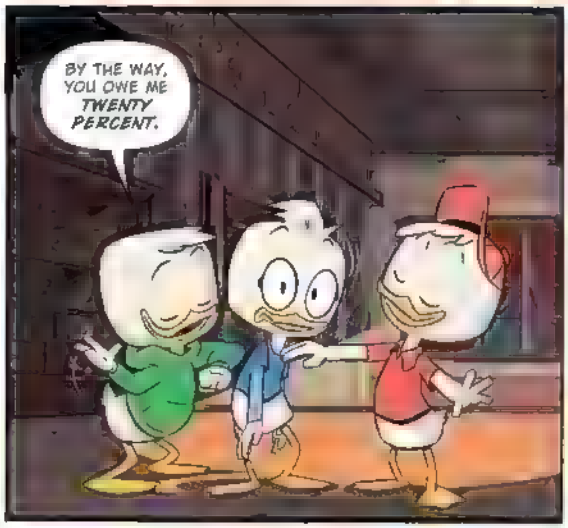

LET'S MAKE A MOVIE!
NOT SO FAST.


WHO'S GOING TO BE THE SCREAMING DUCK?
ME, OF COURSE!
BUT YOU SAID ACTING AND DIRECTING WAS TAKING TOO LONG. IF I MAY..

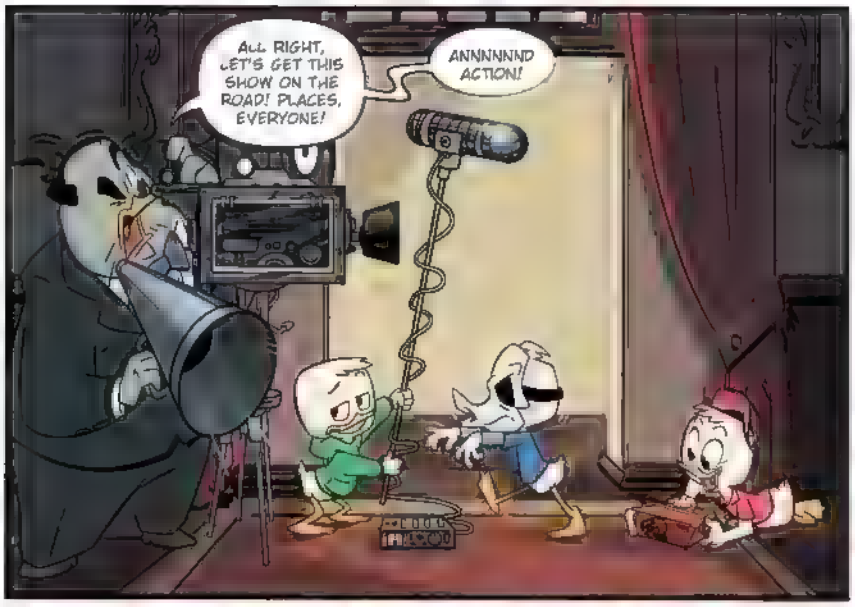

...MY BROTHER DEWEY'S OLIVER TWIST EARNED RAVE REVIEWS AT OUR SCHOOL
PLEASE, SIR, MAY I HAVE SOME...
...LINE!
THAT'S ACTUALLY QUITE PROFESSIONAL


SO YOU'LL PAY HIM, THEN?
I'LL PAY HIM SCALE AND NOT A PENNY MORE!
I GUESS THAT'LL DO... AS LONG AS THE UNION DOESN'T FIND OUT HE'S ALSO DOING HIS OWN STUNTS..

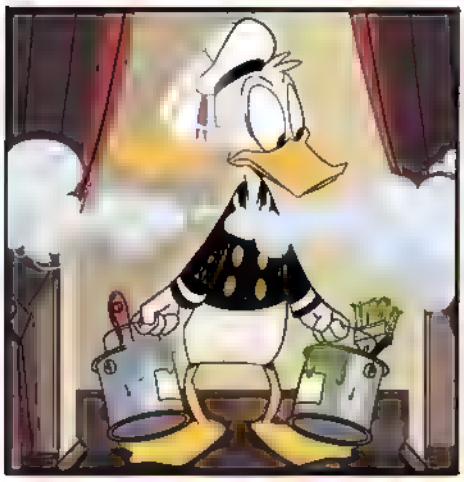

RRRRRR—FINE! I'LL PAY HIM ONE AND A HALF TIMES SCALE BUT THAT'S IT!. I THOUGHT YOU BOYS WERE FANS.
TO BE FAIR, I WAS FAMILIAR WITH MONEY'S WORK LONG BEFORE I KNEW ABOUT YOURS

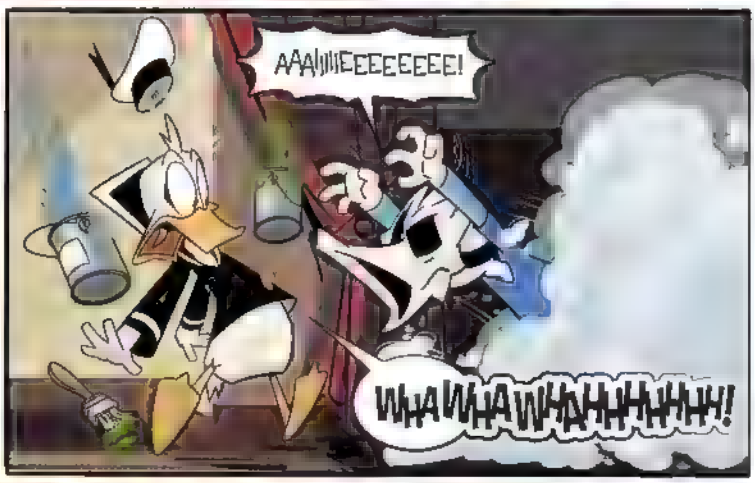

BY THE WAY, YOU OWE ME TWENTY PERCENT.

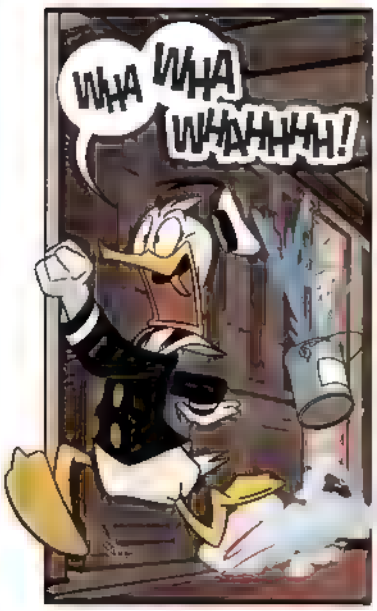
LATER

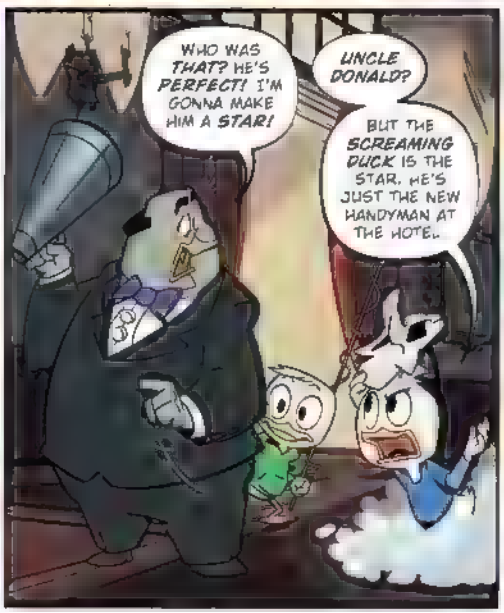

ALL RIGHT, LET'S GET THIS SHOW ON THE ROAD! PLACES, EVERYONE!
ANNNNNND ACTION!

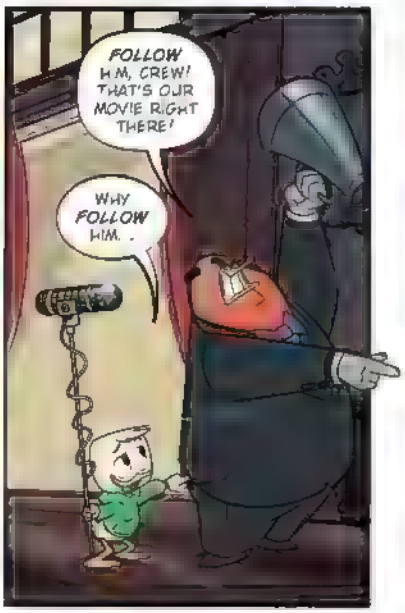
AT LEAST THE SMOKE EFFECT STILL WORKS!

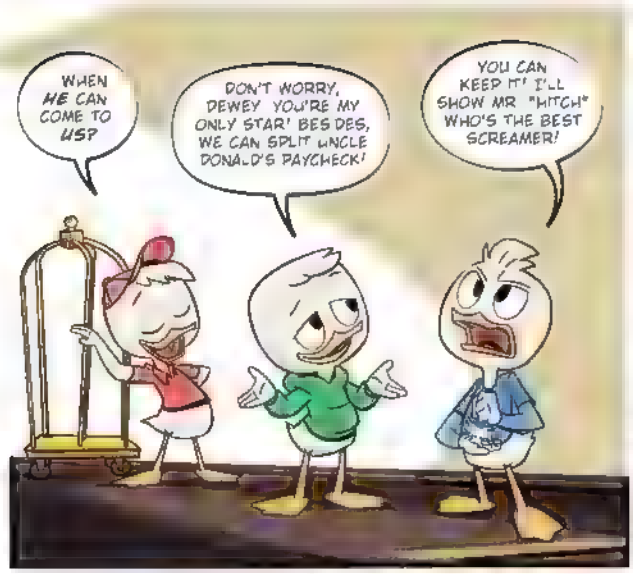



AAAIIIIEEEEEEEE!
WHA WHA WHAHHHHHH!


WHA WHA WHAHHHH!

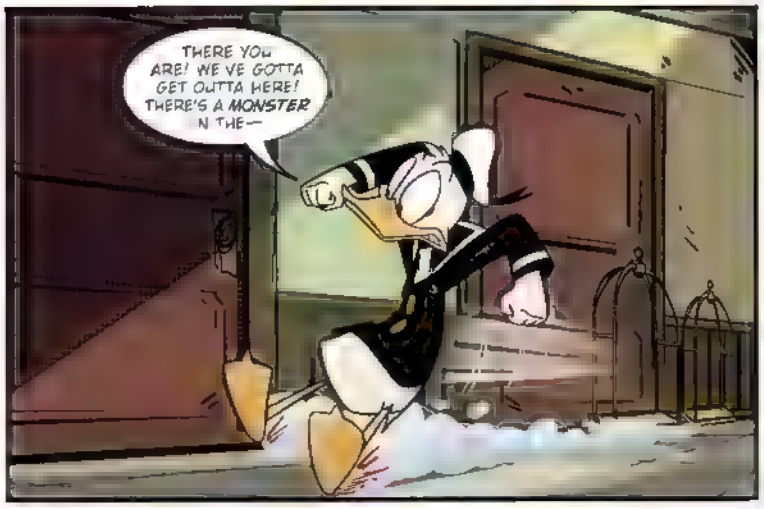

WHO WAS THAT? HE'S PERFECT! I'M GONNA MAKE HIM A STAR!
UNCLE DONALD?
BUT THE SCREAMING DUCK IS THE STAR. HE'S JUST THE NEW HANDYMAN AT THE HOTEL.

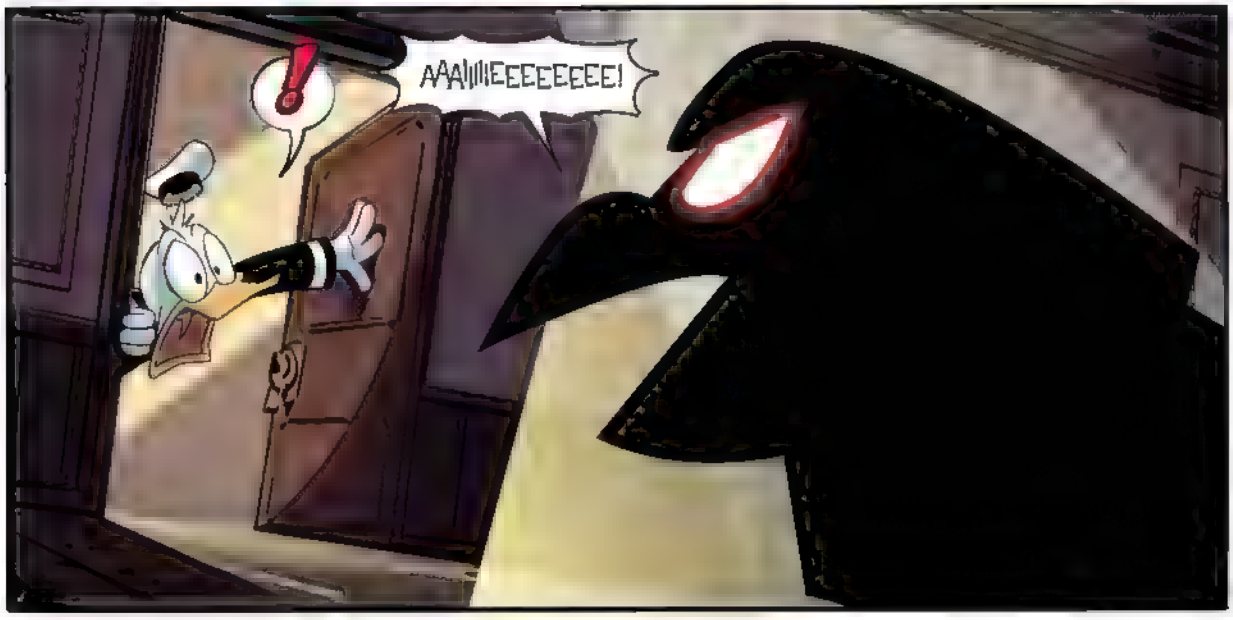

FOLLOW HIM, CREW! THAT'S OUR MOVIE RIGHT THERE!
WHY FOLLOW HIM. .


WHEN HE CAN COME TO US?
DON'T WORRY, DEWEY YOU'RE MY ONLY STAR! BESIDES, WE CAN SPLIT UNCLE DONALD'S PAYCHECK!
YOU CAN KEEP IT! I'LL SHOW MR "HITCH" WHO'S THE BEST SCREAMER!

SOON
BOYS?! BOYS, WHERE ARE YOU?!

AH-HA!
TOE HOTEL
3 FLOOR
2 FLOOR

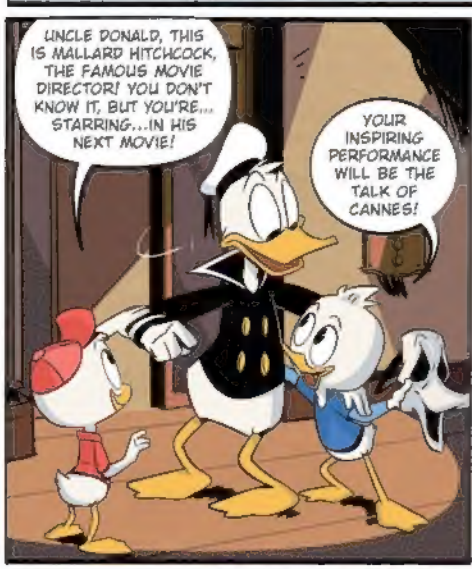

THERE YOU ARE! WE'VE GOTTA GET OUTTA HERE! THERE'S A MONSTER IN THE—


!
AAAIIIIEEEEEEEE!

WHAAAAAA!
WHAAAAAA!
CRASSSH
!
AAAIIIIEEEEEEEEI
!
WHAAAAAA!

Read more FREE comics on ReadComicOnline

CUT! THAT'S A WRAP!
WHAT?


UNCLE DONALD, THIS IS MALLARD HITCHCOCK, THE FAMOUS MOVIE DIRECTOR! YOU DON'T KNOW IT, BUT YOU'RE... STARRING...IN HIS NEXT MOVIE!
YOUR INSPIRING PERFORMANCE WILL BE THE TALK OF CANNES!

SO INSPIRING, IN FACT, THAT I'VE BEEN INSPIRED TO QUIT THE MOVIE BUSINESS!
QUIT?! BUT... REVENGE OF THE SCREAMING DUCK WAS GOING TO BE YOUR GREAT COMEBACK.
I'VE SPENT MY ENTIRE CAREER OBSESSING OVER EVERY SHOT, MAKING SURE EVERY FEATHER WAS IN PLACE...
...BUT NOW I REALIZE WHAT I'VE REALLY WANTED ALL ALONG WAS REALISM—

AND IT'S ALL THANK TO YOU!
I'VE DECIDED TO BECOME A REAL MONSTER HUNTER!
AND BECAUSE YOUR AMAZING REFLEXES WOULD BE PERFECT FOR RUNNING AWAY FROM MONSTERS, YOU'RE GOING TO MOVE TO TRANSYLVANIA WITH ME TO BE MY ASSISTANT!

THAT'S WHAT YOU THINK!
WHAAAAAA!
MALLARD WANTED A REAL SCREAMING DUCK? WELL, HE'S FOUND ONE!
WAS IT SOMETHING I SAID?
The End

CROSSTALK

An Irregular Duckburg/Mouseton Update

"He's a lean, mean money machine with *DuckTales* to tell..." That's how we once described Scrooge McDuck in an early pitch for what became the IDW Disney Comics line. It just seemed right to mention *DuckTales*—Disney's famous 1980s TV favorite—when we drew attention to Scrooge, because nostalgia for that show has done so much to keep the old miser popular.

Funny thing about nostalgia, though... once it gets started, it's hard to stop! And *DuckTales* nostalgia has been brewing for awhile. First a revived version of the series—in comic form—occupied eight issues of *Uncle Scrooge* in 2010. Then Capcom's classic *DuckTales* video game got reissued with an upgrade. Then a new Disney mashup of the *DuckTales* theme song flew around the Internet, with ever more nostalgists latching on.

Hey—maybe those nostalgists **really** wanted *DuckTales* to return to TV! And hey... maybe **an all-new audience wanted a new *DuckTales*, too.**

Quackaroonie! Flash forward to 2017, and it's here! As of this writing, we're only a few months out from when that **all-new *DuckTales*, helmed by Disney TV Animation's Frank Angones,** will land on TV's Disney XD. It's got Scrooge. It's got Launchpad McQuack. It's got Donald and his nephews, not quite as you've seen them before.

And it's got its own comic book! That's right... **this month *DuckTales* #0 splashes down in the IDW Disney Comics lineup.** Edited by my colleague **Sarah Gaydos**, written by Joe Caramagna and drawn by a passel of Disney Italy's finest, this title is set to bring you a mix of vibrant new Duckburg short stories set in the world of the show. **Curse me kilts**, you'd better have a look—can't you hear the *DuckTales* video game's "moon theme" luring you in? (Hey, don't hum it... we don't want to start!)

Once you're done solving mysteries and rewriting history, stick around for more IDW Disney epics this month! ***Walt Disney's Comics and Stories* #739**—a 48-page, prestige-format issue—brings a wild new mission for Donald with Duckburg's monster-hunting agency, the **Tamers of Nonhuman Threats!** In "Nest of the Demonbirds," the Ducks are dragged to Botch, an alien world whose snooty, dimwitted citizens plan to invade Earth... because their own home is being eaten by giant space-buzzards called Demonbirds! To save Earth, poor Donald has to save Botch—and after bragging that he's up to any TNT task, our boy finds there's no job he'd like less!

Speaking of jobs, what's up with **Brigitta MacBridge?** Jumping into ***Uncle Scrooge* #28** and Romano Scarpa's "Bodacious Butterfly Trail," we find Scrooge's part-date, part-rival beating him in the fabric business—and **reproducing an ancient treasure map** on designer sweaters for the Beagle Boys (!). Soon the Beagles are rushing to beat Scrooge to Columbus-era riches... in a hunt where Scrooge didn't even know he had competition!

But hey—**competition is tough** in a month with three issues full of treasure. Four if you count ***Tangled: The Series: Adventure Is Calling*, full of hair-raising new tales of Rapunzel and Eugene** that's a little far from our Duckburg and Mouseton home, but worth picking up just the same.

It's treasure after treasure here at IDW... or is that mystery after history? Let's see—which do we solve, and which do we rewrite?

—David Gerstein
Archival Editor

FROM THE PUBLISHER'S DESK

by Ted Adams

July brings a comic I can't wait to read, *Teenage Mutant Ninja Turtles/Usagi Yojimbo* written and drawn by Usagi's creator **Stan Sakai.** Co-produced with Dark Horse Comics, this one-shot finds the Turtles transported to Edo-era Japan, the world of Usagi Yojimbo. I reached out to Stan to learn more about his long-running relationship with the Turtles and his plans for this story.

Ted Adams: Usagi has been a part of the *TMNT* comic book universe since the late 80s. How did the first cross-over come about?

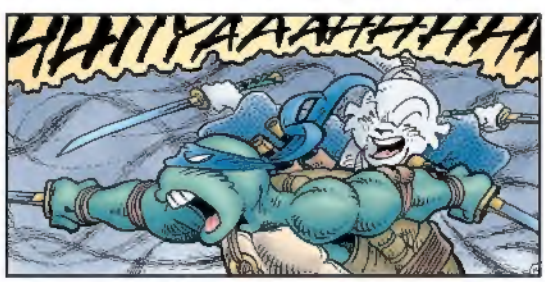
Stan Sakai: Usagi was first published in 1984, the same year *TMNT* #1 came out. There were very few black and white books out at the time, so we wrote fan letters to each other. In one of those, I enclosed a very quick drawing of Usagi with the Turtles and was very surprised when it was printed in the *Donatello One-Shot*. If I had known it was going to be printed, I would have made a much better drawing. The first cross-over story was for *Shell Shock*. I was invited to contribute to that anthology along with many other creators.

TA: It's unusual for a creator-owned character like Usagi to be included in another property's tv and toys. Was that a result of your relationship with Kevin and Peter?

SS: Definitely. The Turtles already had their TV series and merchandising line and I was sitting with Peter at a San Diego Comic-con when he asked if I would like Usagi to be in their series and toy line. I jumped at the opportunity. It was a lot of fun working with their company, Mirage. I would later take Usagi to Mirage Publishing and did a cross-over for the first story arc.

TA: I remember buying the original Usagi Playmates toy in 1989, do you have a favorite version from the various toys and tv shows?

SS: I still have a fondness for the first Playmates figure. I met with the sculptor and saw the original wax sculpt. The detailing was just amazing. I got quite a few comments about how super buff he is, but you should have seen the version we declined. Playmates has always been great to work with, and I'm looking forward to this new incarnation of the Usagi action figure.



TA: Usagi often teams up with Leonardo. Is he your favorite turtle?

SS: Yes, he is. There is the connection because they both use swords and their personalities just seem to match.

TA: What can you tell us about the latest cross-over?

SS: "Namazu" was inspired by the legend of a giant catfish that lives under the Japanese islands whose movements are the cause of the frequent earthquakes. A great hero was able to pin the fish under a massive rock at Kashima Shrine. In my story, a piece of the rock had broken off weakening its power and the catfish now threatens to devastate the entire country. It is up to Usagi, the Turtles and Kakera (my version of Splinter) to replace the stone fragment. Jei, the demonic spearman who thinks himself an emissary of the Gods, wants the country destroyed and is determined to stop them with his horde of mercenaries. The story climaxes in a huge double-double page spread of all the characters in battle during a huge earthquake.

TA: Thanks, Stan! I'll be back next month to tell you about our upcoming Hasbro event, *First Strike*.